

LIAISONS

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INTERNATIONAL DIPLOMACY ASSOC.

DANGEREUSES

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1.....

This is LIAISONS DANGEREUSES, a journal of postal Diplomacy ((C) 1971 Games Research Inc.), edited by Lenard Lakofka, 4970 N. Marine Dr., Apt. 525, Chicago, Illinois. 60640 312-275-7150 After 8PM. Almost always home Tuesday evening prior to deadlines.

LD is published by Canard Press and is affiliated with the Postal Diplomacy Congress (Gamemasters only, membership from Tony Pandin), the INTERNATIONAL DIPLOMACY ASSOCIATION, to which I am Midwest Regional Director (membership from me for 75% to all novice players) and the IPW as a filial connection. Subscription 12 issues for \$2. Game openings can be found in items 8 & 9 of the "the Diplomacy Scene". This issue is dedicated to six persons named in item one of TDS, without whose efforts this zine would have come out anyway.

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THE DIPLOMACY SCENE

news from within and without plus comment.....

1. DIPLOCON V was a tremendous success! The 49 player Diplomacy Tournament ran as scheduled and was won by Mr. Richard Ackerly. (The record of that game will appear in EHREWON) ORIGINS OF WORLD WAR II did not fair as well, alas. A great deal of business and pleasure were mixed together at this historic meeting at which players from all over the country were joined to boost the hobby of postal Diplomacy. A short list of players would include; Rod Walker, Larry Peery, Doug Beyerlein, Edi Birsan, John Koning, John Smythe, John Beshara, Chris Schleicher, Walt Buchanan, Steve Nozik, Steve Bell, John Boyer, Maj. Elliot Lipson, Jeff Key, Herb Barents, Stan Wrobel (who, by the by, Mr. Walker, is not the first nor the only Polish Diplomacy Editor! Yours truly holds that honor(?).), Bob Van Andel, Tony Pandin, Mark Weidmark, Eric Verheiden and many more! Total attendance for the INTERNATIONAL GAME SHOW was conservatively estimated at 1,200 -- by far the largest general convention ever!

While at the show the blessings of the IDA, TDA and other private conventioners supported Chicago as the site for DIPLOCON VI. To both the IDA and TDA full participation, cooperation, and joint effort has been pledged--one by the vote of the IDA council, the other by John Beshara, Chairman of TDA.

Full news on the IDA plans and business record shall appear in THE DIPLOMACY REVIEW, edited by John Boyer, Carlisle Penn., for the IDA.

The entrance of TDA into DIPLOCON V was not total, but a promise for DIPLOCON VI was made. A cooling off period was called for by both sides and the restructure of negotiations shall begin in the near future.

While TDA and IDA have different structural philosophies, they share a desire to improve the postal Diplomacy hobby. To that goal both groups have pledged their aid.

The game itself was represented by Mr. John Moot, President of GRI and Mr. Allan Calhamer, inventor of Diplomacy. Both men added greatly to the spirit and drive of this convention and we of the hobby can not give them enough thanks!

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The Diplomacy Scene, cont. from page 1

1. cont.

Personal notes: There are persons who one knows by correspondence and yet never knows until they meet face to face. Your Editor would like to offer a few notes on a number of people who impressed him--one way or the other--.....

DOUG BEYERLEIN exudes a quiet intellectual charisma of the nature of that ~~figt~~ if one were to meet a cross between Gene McCarthy and John Lindsay. A very together young man--destined to climb higher in the Diplomacy ranks.

HERB BARENTS is the young Viking type one would see riding the prow of a mighty galley--right into a sand bar.

STAN WROBEL is Polack after my own heart. One who'd ask; "Why do they serve cake at a Polish Wedding?" and then would quickly answer: "To keep the flies off of the bride."

EDI BIRSAN is a taller Arzold Ssang than most would believe. He's from Brooklyn, no doubt, but he is so damn on top of things as to make underestimation of him tantamount to folly. A gentleman who I'm proud to know, whose ability I hold in awe, and whose ass I hope to kick in a few games!

JOHN BOYER is modesty personified, and that unjustly. So magnificent an effort as IMPASSABLE does not come from the typewriter of the mediocre--it is a work of genius. John is methodical, correct, and quick in his work--let's help him realize how good he really is.

STEVE BELL might be characterized as the boyish man. The volume of material he poured into the convention was a wonder to behold.

2. BEYERLEIN POLL----

Your editor was apalled to see that his name did not appear on the list. What's with you guys? Did you lose the \$1 bribe money I sent each of you? Do better next time or I'll lose all of your moves!

position	player	point total*	Votes**	Firsts
1	Edi Birsan	261	17	7
2	John Smythe	170	13	1
3	Tom Eller	165	14	1
4	Rod Walker	164	17	2
5	Doug Beyerlein	140	12	1
6	BrentonVerPloeg	131	12	
7	Andy Phillips	109	15	
8	Randy Bytwerk	71	7	1
9	Walt Buchanan	68	10	
10	Conrad VonMetzke	67	9	
11	Eugene Proszitz	66	9	
12	Rich Brooks	63	7	1
12	Hal Naus	63	9	
14	John Beshara	61	6	

* Based on 1st=20, 2nd=17, 3rd=13, 4th=13, 5th=11, 6th=9, 7th=8 etc.

** Out of 21 ballots received.

The Fifth Beyerlein Poll will appear this fall and a ballot will appear in LIAISONS DANGEREUSES. Questions or Comments to Doug Beyerlein, 3934 S.W. Southern, Seattle, Wash. 98136.

3. ANOTHER ZINE FOR NOVICES is ALPHA Gamemastered by David Hunt, 217 E. Front S. Adrian Mich. 49221. Subs 8 for \$1.50. Game fee is \$3.00 plus \$1.50 for the sub. RECOMMENDED

4. FANTASY NUTS UNITE! Mr. Tom Drake, #4K; USU Apts., Logan Utah 84321 is producing a multi-player Fantasy game for playing by mail. It will include giants, wizzards, heros, and Rulers as some of the cast of Characters. The rules of the game are but a guide to the use of your own imagination in play. Many unique concepnets are outlined. We suggest you get a copy of the outline, only 50¢....We intend to!

5. About that notation.....

A lot of comment has come about due to my revised ROHAN notation system. In my system;

England; f nth/D.../ø A LON-bel, F ENG (S)ALON-bel, f iri-MAO

France; F BRE-ech, F BEL (S) f hol-NTH

is equivalent to;

England F Nth C A Lon-Bel, A Lon-Bel, F Eng (S) A Lon-Bel, F Iri-MAO

France; F Bre-Eng, F Bel(S) F Hol-Nth, F Hol-Nth

I find my system, once grasped, far easier. Do you? I am planning an effort to have other publishers change over to my system! Your comment on the two systems will be appreciated.

6. the NEOPHYTE GRAND TOURNAMENT now has 11 players; Jim Hagelshaw, Jim O'Rourke, Steve Brooks, Leo Early, William Osmanson, John Powell, David Johnson, Gary Gehrke, Mark Thomas, Harvey Lindauer, and Karl Pettis.

The overall winner will win a game (up to \$6) in a magazine of his choice, a game in LD AND a trophy. Second place will gain a trophy or a free game, and 3rd subscriptions to any two postal Diplomacy magazines.

Game fee is only \$7 for four simultaneous games for 14 players. Subtract \$1 for membership in the IDA.

7. the PUBLISHER's GAME needs only one more player! I have already paid; Cooper, Boyer, Schleicher, Tretick, Welsh and Leahey. Game fee is \$5 minus \$1 for IDA, 50¢ each for IFW and PDC.

8. LD 17 is open for a \$2.50 game fee to IDA members only. 2 entered LD 18 is open to IDA council members and Midwest IDA members only. LD 19 cancelled, due to lack of interest.

9. NEOPHYTE #11 is open to novices for a game of \$4. NEO 12 will open thereafter.

10. A number of players have raised the topic of game analysis in these NEOPHYTE games. Opinions wanting and not wanting such analysis have been mentioned. It is my opinion that while the games are in progress an analysis could effect their course. However, I will offer an analysis of any game in which all current players of record vote to have an analysis. This is a call for that vote! If you wish to have your game studied, let me know now. By the way, the PUBLISHERS GAME will carry an analysis.

11. Publications of note:

In recent issues we have made it our policy to recommend publications of several publishers. We have given high praise to IMPASSABLE, COSTAGUANA, EHREWON, & BUSHWAEKER. We still uphold those recommendations. However Three zines I have mentioned in the past have been getting sloppy in their gamemastering, and or they have been consistently late for the last few issues. We urge you to use caution when playing in SMUT*, XENOGOGIC or MARCUS. All three of these publications have the potential for great publication. We hope that these current errors and lateness will clear up quickly.

12. PLAY BY MAIL SCRABBLE! As an experiment, the first four people, who reply to this offer will be entered in a PBM solitaire SCRABBLE game. You will all get exactly the same letters in the same order. The player, who first gains 400 points (in the smallest number of turns) will be the winner. After each turn I will give each player the number of letters he has used to bring him back up to 7. This will be done on a ONE WEEK deadline basis. All you need do is drop me a post card with you new word on. in circling the letter of juncture with existing words. The boards will not be printed in LD so that a player may not see letters he has not yet received.

The first move will be made horizontally and you will circle the letter covering the starting STAR. I will keep a running total of points in LD. the first seven letters are; E G O S T Y Z. good luck

WHAT ARE THESE RATINGS ABOUT? In a recent issue of HOOSIER ARCHIVES Doug Beyerlein did a comparative mathematical study of rating systems (available from Wal Buchanan, @7 for \$1, 15¢ each). Yet the novice wonders why have rating systems and what do they measure.

A rating System places you among the past players of Diplomacy just as the U.S. Chess Federation's rating gives each player a standing. It takes AT LEAST a year to surface in the lists and to make an impression, if you are a good player, at least $2\frac{1}{2}$ to $3\frac{1}{2}$ years. This is due to the fact that most games take from $1\frac{1}{2}$ to $2\frac{1}{2}$ years to complete and most beginning players do not enter a great number of games in the first year of play.

Let us briefly look at what a system should measure and how one can be constructed.

One system in use today gives one point to the winner and subtracts $1/6$ of a point for all losers regardless of place, or divided the point among those who participate in a draw. Yet this is not the most popular system. Most other systems rate draws, wins, all 6 places, survival, elimination, substitution & withdrawal as factors in the game. Let us look at the game priorities: 1) First you want to secure your own survival, 2) Second, you want to expand, 3) Third you want to prevent another player from winning, 4) fourth you want to achieve an unbreakable deadlock position, and 5) FIFTH you want to win yourself. A rating system must assign values for all situations. Let's take ratings on games in which all 7 players play till the end of the game. I believe we will agree that a win is best. What is next best? A two player draw! 2nd place is a LOSS. A three and four player draw usually rank above 2nd place with the number of centers held by whose in the draw NOT effecting the points awarded. Whether a 5 player draw or second place is better is a toss up. Systems differ. The 5-7 player draws and 2nd through 5th places rank differently in different systems.

How much should a win be worth? Set any number, say 100. Now the question is how much are the other positions worth? A system used a few years ago set values of +6, +4, +2, 0, -2, -4, -6 for 1st to 7th place. This is ridiculous! To say the loss of three centers to come in 7th was the opposite of the gain of 15 centers for a win was utter nonsense.

I prefer a system that does measure centers in a draw.

E.G. first place 100 points.

2 player draw = 60 points + 2 pts/ center, 3 player draw = 54 points + 2 points per center, 4 player draw = 46 points + 2 points per center, 5 player draw = 36 points plus 2 points per center, 6 player draw = 24 points plus 2 points per center and a 7 player draw 10 points + 2 points per center. Second place = 45 pts plus 1 pt/cent Thrid place 35 pts + 1pt/cent., Forth = 27 + 1pt/cent., fifth = 19 + 1 pt/cent, sixth = 12 pts + 1 pt/cent. and seventh = 7 points + 1 pt./cent. Finally substitutes would be given points on the same scale except the initial score is multiplied by .70 and the points per center are awarded for NET GAIN (if any) from the time of substitution to the time of termination.

Rod Walker, using his system has rated the seven countries for 232 completed games:

	PTS.	WON	DREW	2nd	3rd	4th	5th	6th	7th	elim	surv.
ENGLAND	1773	33	21	40	37	26	31	32	12	87	145
Turkey	1746	33	26	34	42	23	21	34	19	84	148
France	1683	27	19	32	45	29	37	30	13	83	149
Russia	1679	43	8	26	31	28	30	26	40	103	129
Italy	1380	18	15	27	43	37	42	31	19	101	131
Germany	1277	16	16	26	23	41	39	39	32	117	115
Austria	1169	26	7	16	16	30	30	37	71	143	89

cont to next page....

1971 EK cont.

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Germany, Blandin(6 1 short) F DEN-nth, A HOL H, A SWE /U/, F SKAG-nwy,
a mun-BOH, A WAR-mos

Italy, Leahey (4) nmr does not assume standby--dropped. Country will
be in CD next season. If any player wishes it they may begin play
with winter 1903--I've run out of experienced subs.

F TUN, F EMD, A NAP, A VEN

Russia, Hail a rum h /D..../, A UKR-mos, f stps-BOTH (3)

Turkey, Cleaver(5) f aeg-SMY, A ARM(S) A SEV, F BLA (S) a bul-RUM,
A SEV(S) a bul-RUM

The deadline for the fall of 1903 dependant upon the french and russian
retreats is August 23, 1972

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LD 16, see news item number 7

LD 17, see news item number 8

LD 18, see news item number 8

LD 19, cancelled, see news item number 8

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NEOPHYTE GAMES

1971AT, 1971BX, 1971CE, 1971DO, 1971DV, 1972N, 1972AE, 1972BB

1972BS, 1972CE, NEO 11 open, NGT open, OWWII1972.5h, OWWIIopen

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1971 AT, LEPANTO, the spring of 1905

THE FOUR REMAINING POWERS BEGIN TO POSITION FOR THE FINAL
BATTLES. Russia, England, and Turkey near death's door.

Austria, Bell (6) a vie-GAL, a gal-UKR, A BUD (S) A ser-RUM, A BUL-
con, f gre-AEG

England, Pandin (2) F NAT (S) a edin-LIV

France, Horton (7) f mar-LYON, f bre-MAO, A GASH, a spa-MAR, f lon-
YORK, f liv /D..../, f wes-TUN

Germany, Carpenter (9) a den-KIEL, a swe-FIN, F NTH (s)f cly-EDIN,

FNWY H, A SIL(S) A WAR, a bel-RUHR, A WAR(S) a pru-LIO

Italy, Early (5) f nap-TYR, f emd-ION, f smy-EMD, A TUS(S) a ven-PIED

Russia, Silverman (2) nmr--dropped goes into CIVIL DISORDER

A MOS, a rum /D+A/

The DEADLINE for the fall of 1905 will be August 23, 1972.

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1971 BX double X the winter of 1904

England, Davies

B F EDIN/5/F DEN, F HOL, F MAO, F WAL

France, Stroz (nbr) 1 short/5/A MAR, A SPA, F BRE, F ECH, A BEL

Germany Leeder a ber/r/disbanded

even/3/A MUN, F KEIL, E LON

Italy, Scroggie, spargue Wash, 99032

r f lyon/2/ ~~f~~ ~~lyon~~, F TYR, A VEN

Russia, Devereaux resigns substitute; Mr. Richard Sweils, 4829 S.

Leamington, Chicago, Ill. 60638

gmr f swe, a ber/7/ A MOS, F SEV, A GAL, F BAR, A SIL, ~~a~~ ~~ber~~,
a BOH, A VIE, ~~f~~ ~~ber~~

Turkey, Norman *B* F CON, A ANK, F SMY (10-1/ F BLA, A ARUM, A BUD,

A TRI, F ROM, F NAP, A ARM

the DEADLINE for the spring of 1905 is August 23, 1972

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1971 CE, Turkey with Rice, the fall of 1904

TURKEY INCREASES LEAD. ENGLAND & AUSTRIA GROW. Middle game
entered as Italy and soon Russia bow out for good.

Austria, Cox (5-1) A TYR(S) a vie-BOH, F ADR H, A VEN-pied, A WAR(S)
TUR A mos-LIO

England, McGee(6) a mmy-SWE, f nwg-NWY, f eng-MAO, F NTH(S) a kiel-
HOL, f bal-BER

continue on next page.

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ratings, from page 5

Using another system (the Calhamer point count rating) using the 1pt for the win minus 1/6 for all other positions, the following player ratings appear;

8.333 John Smythe, 8.167 Edi Birsan, 6.567 Andy Phillips, 6.200 Doug Beyerlein and Gene Prosnitz, 5.200 John Beshara, 5.000 Tom Eller, Hal Naus, 4.167 Mike Goldstein, 4.000 John Koning & Jerry Pournelle, 3.900 Pete Rosamilia, 3.367 Rod Walker and 3.150 Lew Pulsipher.

While ratings and being rated may not be your cup of tea many controversies arise about them and many players petition the keepers of rating systems to disallow this system or that from rating a particular game because of GM error etc. If the players are interested we may reprint Doug's article and give further references to NUMENOR, ANTARIES and other rating magazines.

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THE TOMB THAT WAS NOT FORGOTTEN.... Following the press of 1972AL

On Frodo's 26th Birthday, a birthday still in his adolescent "tweens" Bilbo told him of the journey; "There and Back Again". They were so engrossed in the tale, one telling and one listening, that they did not notice Leery Peerie outside their window. Leery went away, his tily head swimming at the stories of jewels and riches beyond the dreams and reach of the mightiest kings. "If only some could be mine." he mused. "But the dragon is unguarded. Why not pluck the riches from it? This thought wore on him for many weeks and months and years, but still he believed that there was no real truth in it. Then on Bilbo's eventful disappearance, he saw that it all must be true! There was magic, there was treasure, and so there must be a dragon! As fast as his furry feet could carry him he packed his belongings and headed for the Misty Mountains.

After twenty days' travel he came upon a dwarf by the side of the road. He was a HUGE pot-bellied dwarf with a beard as long as he was tall and a bright orange hood the color of a spring sunset. "Polevault-er P. Peranbulator, at your service," bowed the dwarf.

"Leery Peerie, at yours and your kins." said Leery, with a quick glance and a fleeting thought.

"Where are you bound, my fine hobbit?"

Leery mused a moment--he would need help, and to get through the Misty Mountains a guide would be necessary. So he asked the huge 4' 7" dwarf if he had heard of Smaug. He had, and of his death. "I go to his body to claim my riches!" cried Peery. Being rather stupid himself, Polevaulter hastened to offer his aid and the queer due made off for the mountains.

Next; On the Lore of Dragons..... From EHREWON, by your editor

XX
Lenard Laokfka
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return requested

Robert Johnson
PO Box 134

Whippay N Jan

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PLAY BY MAIL SCRABBLE!
RATING SYSTEMS
NEWS GALORE & GAME OPENING ANNOUNCEMENTS

is/969BE out yet?